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constantly on the radio wanting reports of where his rounds are landing. He commands the Company's mortars.

Lieut. Pyle: Pyle loves it when the artillery he calls scores a direct hit. Once, when in a forward outpost, he called to report that there were two Italians coming up the road. The Artillery battery commander thought he said two battalions and let loose with a ten minute barrage. When the smoke cleared, the two Italians emerged from some cover and continued up the road, this time with their hands held high.

Lieut. Butnik: Butnik is precise. He is constantly in communication with his battery and takes his job of Forward Observer very seriously.

Lieut. Johnston: One of the best tank commanders in the division. When his tank is running well, you can count on him.

Lieut. Mergen: Another crack tank commander whose only failing is that he pushes his tank too hard sometimes and winds up throwing a tread.

Sgt. Jones: A cool, calculating tank commander who seizes the opportunities as they arise.

Sgt. Sprock: Rommel is his hero. He respects sound tactics and carries out orders with a fervor, caring little about minor damage to his tank.

NOTE: Engineers may take on the names of the tankers.

UNIT TYPES

There are several types of units involved in the battles. Below is a list of the units and their general capabilities.



HEADQUARTERS (American only) — This unit represents a company headquarters with attached personnel and some decent weaponry, such as an occasional light anti-tank weapon or some small field artillery.



RIFLE TEAM (American and German) — These represent the standard infantry rifemen, their primary weapons being their rifles. Though their firepower is the least effective of all other weapons, their numbers make up for this deficiency. Their ranges are very short.



MACHINE GUN CREW (American and German) — These represent standard mount automatic weapons (MG34, MG42, .38 cal.). Their firepower is a step above the rifle and they have a greater range. You will learn to hate enemy MGs.



BAZOOKA/PANZERFAUST TEAM (American and German) — These represent the various type of rocket launchers used in the war. Their main use is anti-tank, though they may be used as anti-personnel weapons as they do have some explosive punch.



MORTAR CREWS (American only) — This represents 3 small (50mm) mortars and their crews. Their field of fire is unlimited in the game, and they do make the difference in a tight situation.



FORWARD OBSERVERS (American only) — These represent groups of men sent out ahead of the company to spot for Battalion artillery and to reconnoiter enemy positions. They move fast and the artillery they can call in is nasty.



ENGINEERS (American only) — These units show up in a few scenarios and represent combat engineers with demo charges, flamethrowers, and the like. They naturally pack a wallop in fire, though their range is severely limited.



TANKS (American and German) — These units represent, for the American forces, Sherman M4E8 medium tanks and for the Germans, anything ranging from measly PzKfw III's to Tigers. The normal tank your forces will encounter, though, will be the PzKfw IV or the Sturmgeschutz assault gun.



ANTI-TANK GUNS (American and German) — These represent anti-tank guns generally of the 75mm caliber with good range and tank knocking ability. They will also do some damage to regular troops with High Explosive rounds.

MESSAGES

There are many messages appearing in the message window during a game. The following explains them in detail.

"CURSOR IS NOT ON A FRIENDLY UNIT" — When you see this message it means that you are not positioning your cursor directly over one of your units when trying to give an order.

"READY FOR ORDERS" — This message means that the unit is combat ready and will receive all orders given it.

"WE'RE PINNED" — This message informs you that the particular unit you are indicating is Pinned.

"*SUPPRESSED***"** — The unit you are indicating is Suppressed and will not take

orders at the present time.

"THAT UNIT IS UNABLE TO ASSAULT" — The unit is not of a type that can assault a square.

"SEL = FIRE ORDERS OPT. = ASSAULT ORDERS" — Seen during the Operations Phase to remind you to hit the SELECT key to go to the Fire Order Phase or the OPTION key to go to the Assault Order Phase.

"ALL MOVEMENT ORDERS CANCELLED" — Seen during the Movement Order Phase if you have hit the OPTION key.

"ALL FIRE ORDERS CANCELLED" — Seen during the Fire Order Phase if you have hit the OPTION key.

The message window will also identify the unit you are currently ordering. The rank and name of the leader of the fire team or crew is given along with the number of men remaining in the fire team.

TACTICS

Succeeding at FIELD OF FIRE involves the use of small unit tactics. There are a number of things that must be kept in mind regarding tactics.

1. Use available cover. When possible, give a unit an objective square that offers some cover and concealment. Better yet, if there's time, order the unit to move from cover to cover to get to its objective.
2. Suppressive fire is almost always necessary. Use your long range weapons to fire ahead of your attack to stir up and suppress possible enemy positions.
3. Maintain tight control over your units. Don't give a set of orders and then sit back and watch. Be ready to take advantage of breaks that may go your way and to regain your hold on a position that may be slipping.
4. Assault when possible. Your men are above average troops, especially when it comes to hand-to-hand fighting. If one of your units gets close enough to an enemy to assault, it's usually good to go to the Assault Order Phase and send him in.
5. Set intermediate objectives. Don't go all out right away. Decide on a series of short term objectives, keeping the overall objective in mind. Tactical level exercises require time to develop. A maneuver, such as flanking, may be one move on an operational level. But a flanking move on a tactical level needs time to develop.

QUICK REFERENCE CHART

OBSERVATION PHASE — Pause phase.

JOYSTICK activates scroll.

START takes game to Fire Order Phase.

FIRE ORDER PHASE — Crosshair cursor. You give individual units orders where to fire.

JOYSTICK activates cursor and scroll.

TRIGGER initiates and registers fire orders.

OPTION cancels all fire orders.

START takes game to Movement Order Phase.

MOVEMENT ORDER PHASE — Square cursor. You give units orders to move and where to move.

JOYSTICK activates cursor and scroll.

TRIGGER initiates and registers move orders.

OPTION cancels all move orders.

START takes game to Operations Phase.

OPERATIONS PHASE — No cursor. Observe the battle.

JOYSTICK activates scroll.

SELECT routes program back to Fire Order Phase.

OPTION routes program to Assault Order Phase.

ASSAULT ORDER PHASE — Arrow cursor. Give infantry units orders to assault adjacent squares.

JOYSTICK activates cursor and scroll.

TRIGGER initiates and registers assault orders.

START takes game to Assault Phase.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: **STRATEGIC SIMULATIONS, INC., 1046 N. Rengstorff Ave., Mountain View, CA 94043.**

Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).

APPLE®

FIELD OF FIRE

STARTING THE GAME

For later use in saving the game and playing the campaign game, Apple users should initialize a blank disk before booting the game (any DOS 3.3 will initialize the program).

To load the game, insert the game disk into drive 1, and turn on the computer. The game will load automatically.

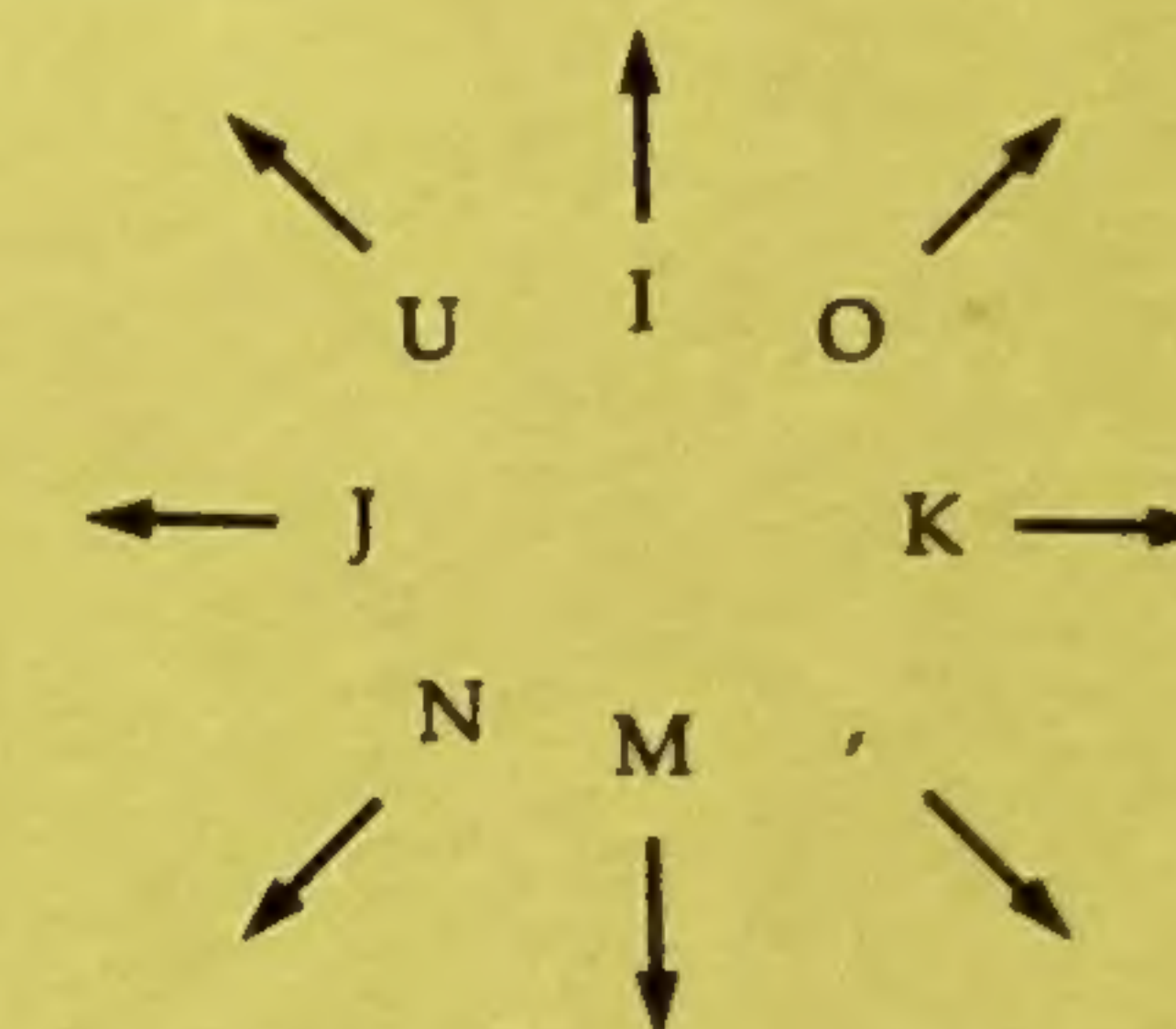
FUNCTION KEYS

Wherever the rules indicate the use of function keys, Apple users should use these keys instead:

OPTION	1
SELECT	2
START	3

CURSOR MOVEMENT

If you choose keyboard control, the following keys are involved in cursor movement:



Note: The SPACE BAR is used instead of the joystick button to access units and plot orders.

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